

Weekly report (2013.9.9 ~9.15)

Done

- 1) We plan to render a textured earth with Equalizer, as part of VisNgin. As there exists some problems with the camera in VisNgin, so this week I reference to the "worldwind" project, read the code about camera in the project (WorldCamera.cs, Camera.cs). Learned the basis such as "projectMatrix", "viewMatrix", "worldMatrix" and all kinds of coordinate system. I've almost understand the functionalities of the camera and its fundamental. But it's hard to understand some ad-hoc (number, formula...), so I need to learn more theoretical knowledge about camera.
I plan to pay more attention to the functionalities with problem in VisNgin, referring to the corresponding code in "worldwind", and try to find out the cause of the problem in VisNgin.
- 2) Spent some time modifying my paper.

To Do

- 1) Try to find out the cause of the problem with the camera in VisNgin.
- 2) Start implementing the demo of rendering a textured earth with Equalizer.
- 3) Continue modifying my paper.